

Client Meeting #1 - 9/12/2013

Summary:

We met with our clients, Dr. Susan Hess in the Music Department and Luke Bakken of the Spokane Symphony, for the first time. The objective was to try and get a general idea of what our clients wanted from us this semester. We also needed to get an idea of where the Bassoon Fingering app currently was as far as development.

Dr. Hess and Mr. Bakken gave us a brief background of the project, which included two main phases of development.

Project Background:

Phase 1 - The first phase of the project took place about two years ago. For a full year, three or four CS students worked on developing a web app called BFF (Bassoon Fingering Finder). The web app was developed as a Ruby on Rails project on through Heroku. Luke helped participate in the beta testing of the app, while Dr. Hess was the client for the project.

Phase 2 - The second phase of the project involved working on an iOS app for BFF. The two students working on this project met with Dr. Hess at the beginning of the semester, but had poor communication throughout the rest of semester. Dr. Hess discussed the web app with them, but the decision to develop for iOS appears to have been made by the students. At the end of the semester the students delivered what was described by Dr. Hess as a non functional prototype of the iOS app. Dr. Hess was a little disappointed that students went the route of developing for iOS, limiting the potential app users to those with iOS device only.

Client Concerns:

Dr. Hess expressed concerns about the limited audience of the iOS app, saying that not all users wouldn't necessarily have smartphones. Both her and Mr. Bakken expressed a desire that we continue development on the web app rather than working with the iOS app. Mr. Bakken found the GitHub repository for the web and instructed us to contact the previous Senior Design students about transferring ownership.

Existing Web App:

Dr. Hess and Mr. Bakken tried to recall the current state of the web app but weren't able to remember all the specifics. They mentioned that it was functional but had a number of bugs that would need fixed. From memory they thought the web app has a user account system, the ability to view search for bassoon fingerings, and a way of rating fingerings. They felt that a good first step would be for us to try and get it up and running, and play around with it to get a feel for what was there and what might need improved or added during the semester.

Future Development:

We decided that we would need to play around with the existing web app before finalizing a Statement of Work with our clients, but Dr. Hess and Mr. Bakken did mention the following desired functionality:

- An improved method of viewing multiple fingerings for the same note.
- A more intuitive way for the user to change the clef.
- A global set of fingerings to be approved by an admin before being shared with all users.
- An individual set of fingerings to appear on a per user basis, yet able to be submitted globally.
- Time permitting, a difficulty filter to filter/display fingerings based on a user specified skill level.